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(54) **VIRTUAL-WORLD SIMULATOR**

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(58) **Field of Classification Search**
None
See application file for complete search history.

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(57) **ABSTRACT**

In one implementation, a virtual-world simulator includes a computing platform having a hardware processor and a memory storing a software code, a tracking system communicatively coupled to the computing platform, and a projection device communicatively coupled to the computing platform. The hardware processor is configured to execute the software code to obtain a map of a geometry of a real-world venue including the virtual-world simulator, to identify one or more virtual effects for display in the real-world venue, and to use the tracking system to track a moving perspective of one of a user in the real-world venue or a camera in the real-world venue. The hardware processor is further configured to execute the software code to control the projection device to simulate a virtual-world by conforming the identified one or more virtual effects to the geometry of the real-world venue from a present vantage point of the tracked moving perspective.

24 Claims, 6 Drawing Sheets

